# RECOMMENDATIONS: 1. Having a getter method for actor’s hit point (e.g. getHitPoint()). There are some ways that we can do the quite same implementation but it will not be a good design. For instance, creating a static variable in the Actor class and try to use it in other classes. For future implementation it may be possible for performing some action from actor side the hit point of an actor is necessary. E.g. actions like health booster if the hit point of the actor is less than 30.

# 2. The world class tells the allowable action for the player to be updated if the item is in the ground or if the item is in the player’s inventory. Since for some actions such as CraftAction() is only performed when the player got limbs in its inventory. If instead of one allowableAction we add two allowable actions for Items, one for items in the ground and another when it goes to the player’s inventory, some of he Action implementation will be easier by using allowable action.

# 3. In the Engine package a ground can have a sub-ground (background) process. In this case actors(invisible actors) can process their turns in the background which their process cannot be seen by the user since the top ground will only be visual for the user. One of the benefits of this improvement is for some actors who has the same feature of mambo marie and they get vanished and invisible sometimes and using this implementation their health will be stored instantly without saving it in any variables.